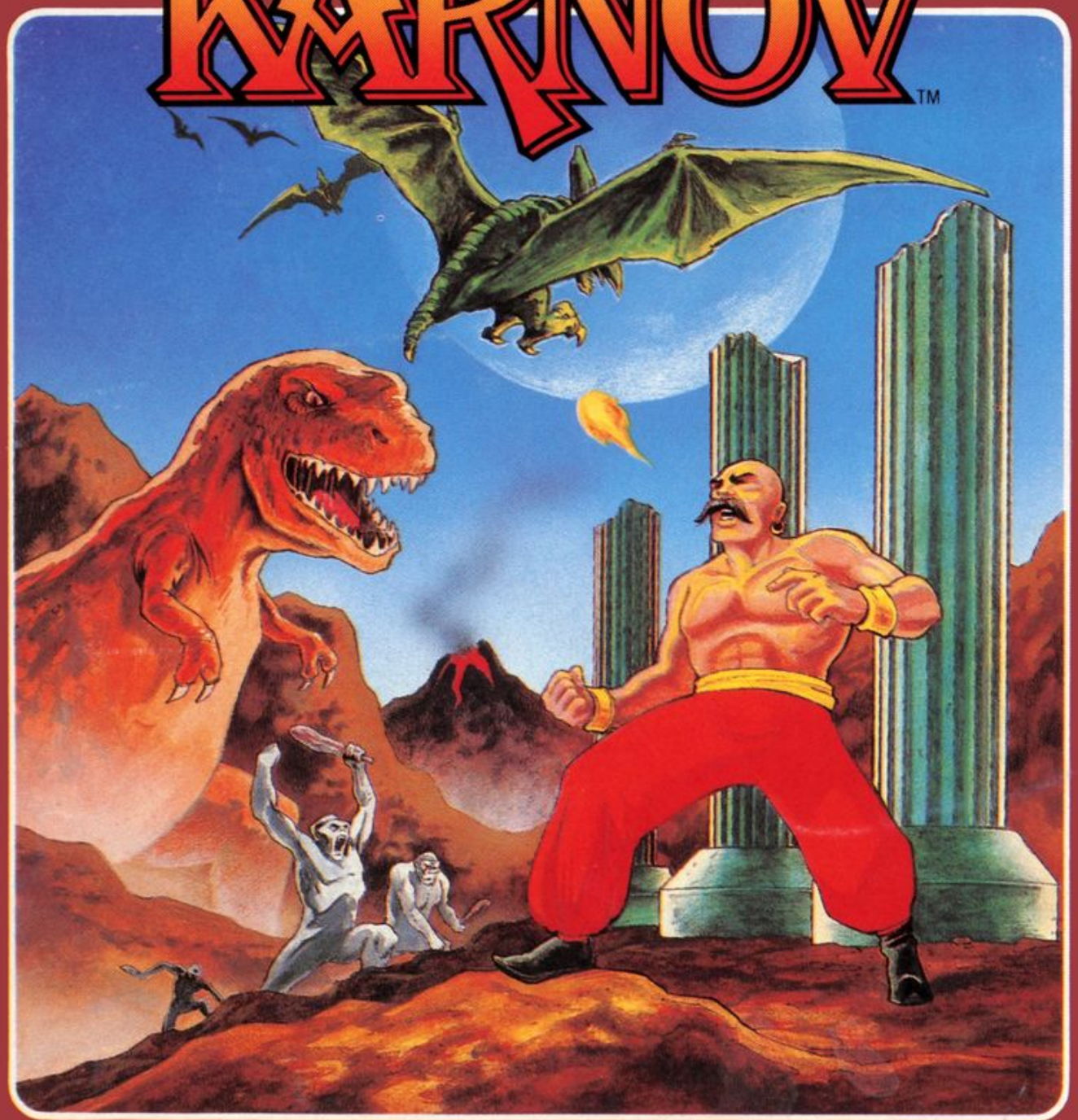
NES–KV–USA

KARNOV™



INSTRUCTION MANUAL

DATA EAST®

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Nintendo
ENTERTAINMENT SYSTEM®

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DATA EAST BRINGS YOU ARCADE REALISM AT HOME!

KARNOV, the fire-breathing Russian, is seeking the Lost Treasure of Babylon. He runs, swims, jumps, climbs and flies through nine levels of game play. Countless bizarre enemies of various sizes and strengths are out to prevent KARNOV from finding the treasure!

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

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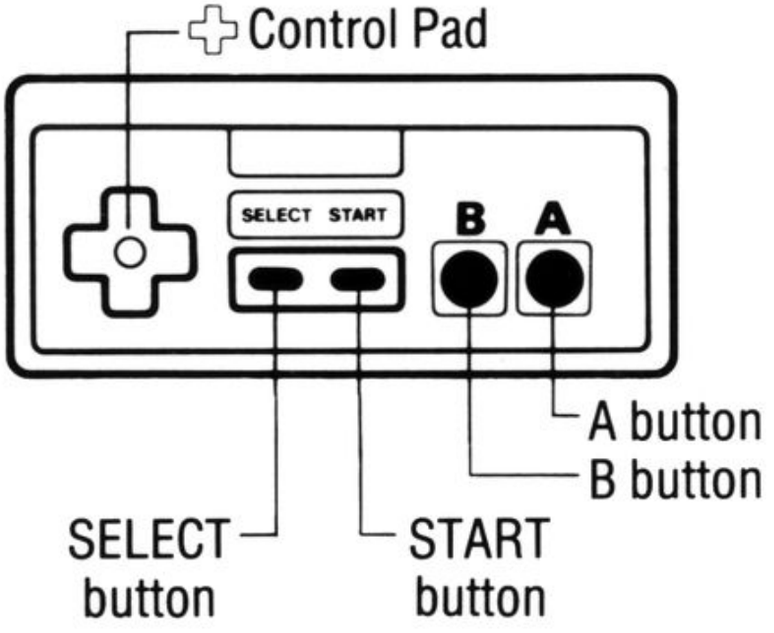
1. PRECAUTIONS

1) Always turn the power off before inserting or removing the Game Pak from your Nintendo Entertainment System.
2) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
3) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
4) Do not clean with benzene, paint thinner, alcohol or other such solvents.

2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1 – For 1 player game
Controller 2 – Not used – no second player

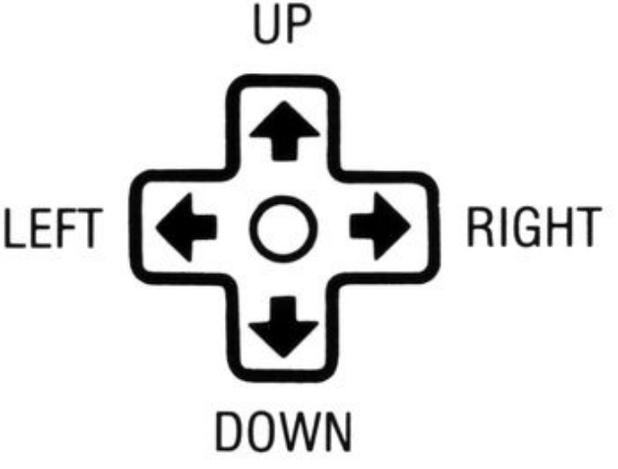
Controller 1/Controller 2



A button: Jump.
B button: Shoot.

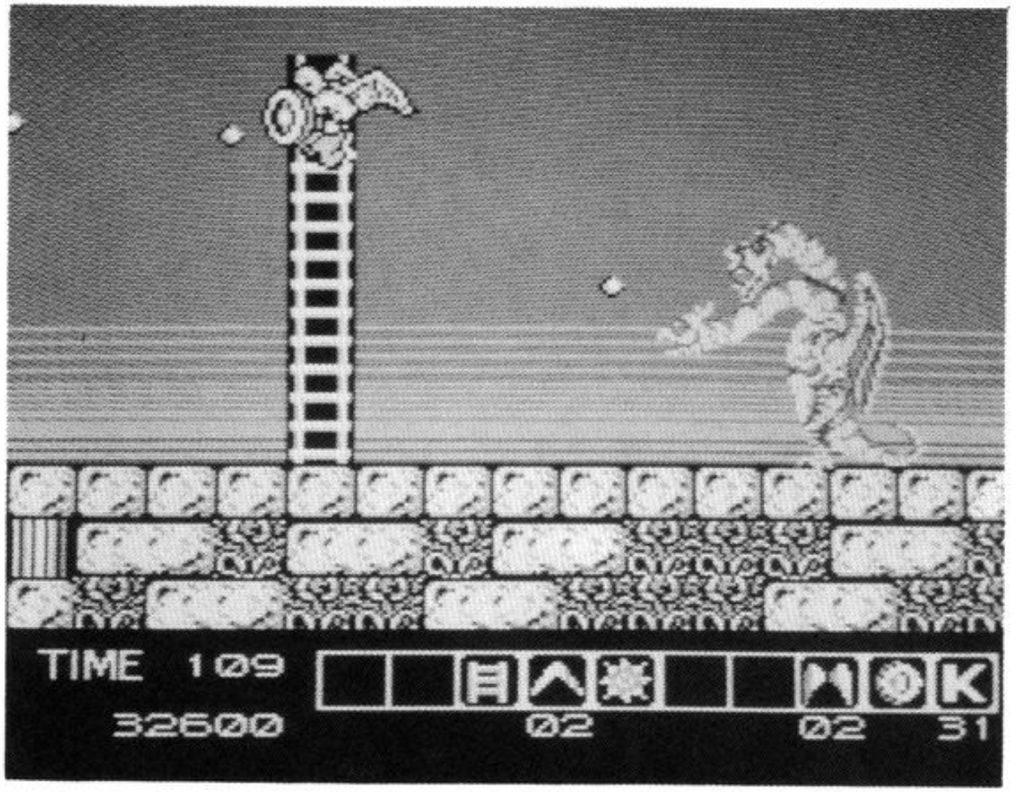
Control Pad

Moves Karnov.
(Left and Right also selects Options.)



SELECT button
Press this button to make use of an Option.

START button
Press this button to begin.
Pause: To interrupt play in the middle of a game, press the START button. The pause tone will sound and the game will stop. Press the START button again to continue playing from where you left off.



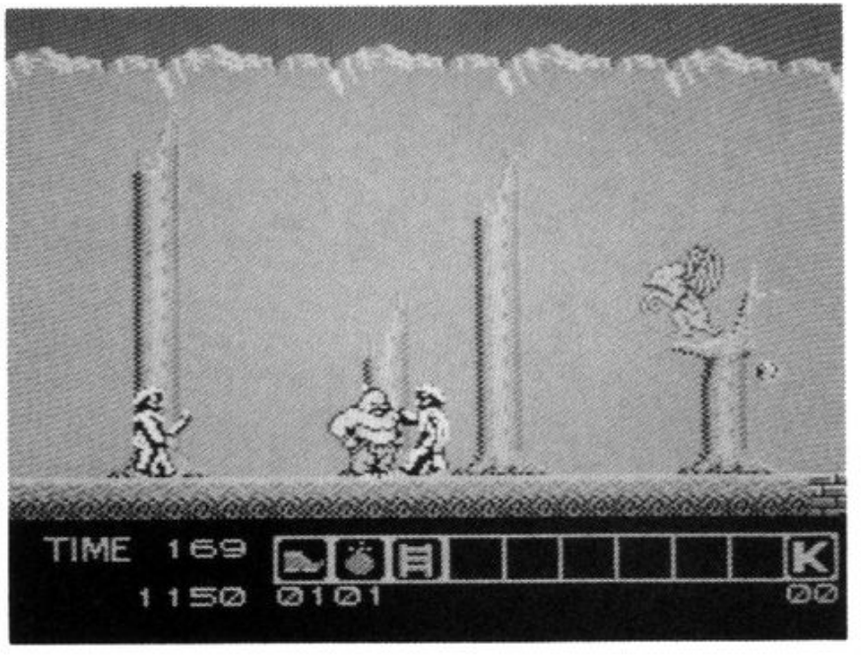
3. HOW TO PLAY

The story of Karnov begins in the peaceful village of Creamina, where the Treasure of Babylon has been kept for centuries, hidden away from the outside world.

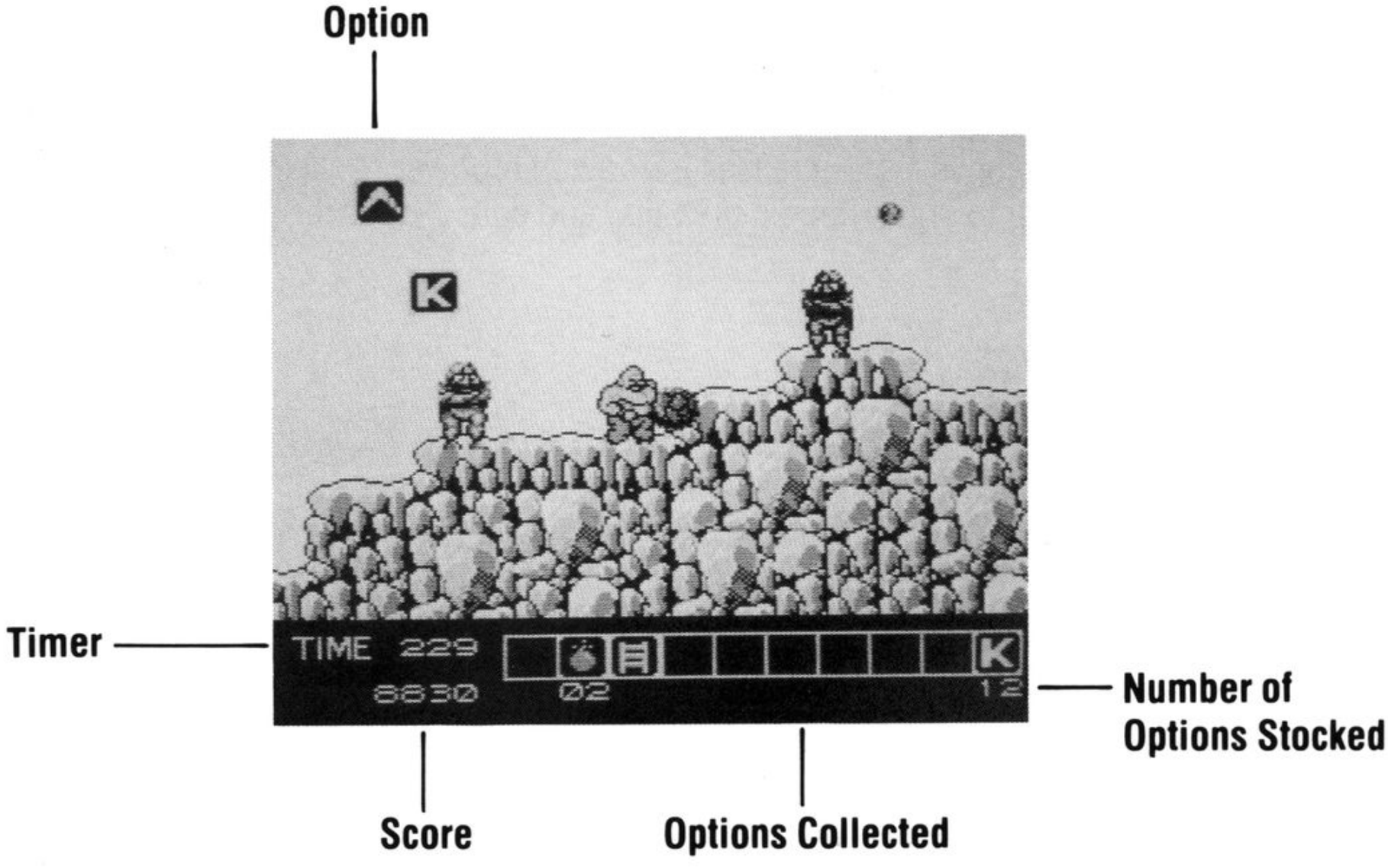
The Treasure has been sought by Ryu, a huge and evil dragon, for thousands of years. But now, Ryu has discovered the secret of Creamina and descended upon the little village, accompanied by all of his demonic cohorts.

Ryu has made off with the Treasure, leaving his monstrous minions behind to terrorize the countryside. The helpless townsfolk have only one hope: Jinborov Karnovski, otherwise known as Karnov, a one-time circus strongman with a unique talent for shooting fireballs.

Only Karnov can find a way through the monster-infested countryside, to seek out the evil Ryu and regain the Lost Treasure of Babylon for his people!



SCREEN DISPLAY



Timer indicates time left to complete each level.

SUPER FIREBALLS

Karnov begins each game with three lives. If he is hit once, he turns blue. If he is hit again while he is blue, he loses a life.

But if Karnov picks up a Super Fireball while he is blue, he will be restored to his normal color.

Picking up Super Fireballs also increases Karnov's firepower. Collecting two Super Fireballs will enable him to shoot double fireballs, and collecting three will enable him to shoot triple fireballs.

CONTINUATION MODE

When Karnov has lost all three lives, the game is over. But the Continuation Mode allows you to begin a new game from where you left off.

When the ▷ symbol appears next to "GAME OVER," use the Control Pad to move it down to "CONTINUE," then press the SELECT button.

Note: You may only continue the same game three times.

ENEMIES

Lion Keeper
Appears with a lion who shoots out from its mouth. If you kill the lion, the Keeper will attack you by throwing knives.

Chicken Bone
Lies in wait for Karnov at the top of a tree, then swoops down upon him suddenly.

Snake Woman
This strange creature will attack with increasing strength when Karnov fights back.

Rock Man
Karnov will need to power-up with Options to defeat this enemy, which threatens him with large boulders.

Gidora
Karnov will need a Shield to defend himself against this two-headed monster, which shoots out from both of its mouths.

OPTIONS

There are ten Options available throughout all the levels. Collect them to use during key moments of the game or when needed. Certain Options can be collected and inventoried. In addition, some Options can be used only at certain times during the game.

An Option will flash when it can be used.

Boots
Doubles Karnov's jumping power. This Option loses its effectiveness over a period of time, but it can be stocked.

Bomb
Not just for defeating enemies, but also for destroying certain obstacles and walls. It can be stocked.

Ladder
Use it to reach an Option positioned in a high place, or to avoid an enemy's attack.

Boomerang
Gives you extra attacking power. You can use it again if you catch it when it returns. It can be stocked.

Clapper
This will destroy every enemy on the screen at one time (except for the Boss Enemy in each Stage). It can be stocked.

Glasses
Allows you to see and retrieve hidden Options.

Swimming Mask
This will allow you to go faster underwater in Stage 5, a swimming scene.

Wings
Use them when you fall from a high place. You will need them continuously in Stage 8, a flying scene. They can be stocked.

Shield
Protects Karnov from an enemy's attack up to five times.

K Mark
You will receive one extra life when you collect fifty of these.

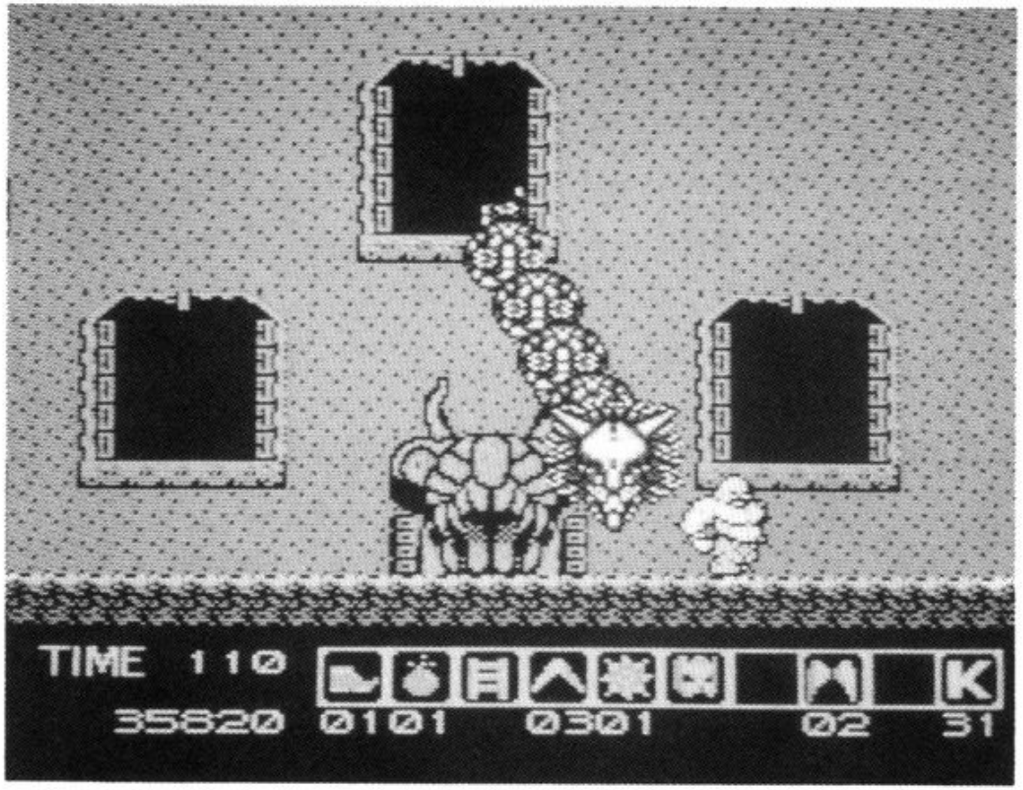
PLAYING HINTS

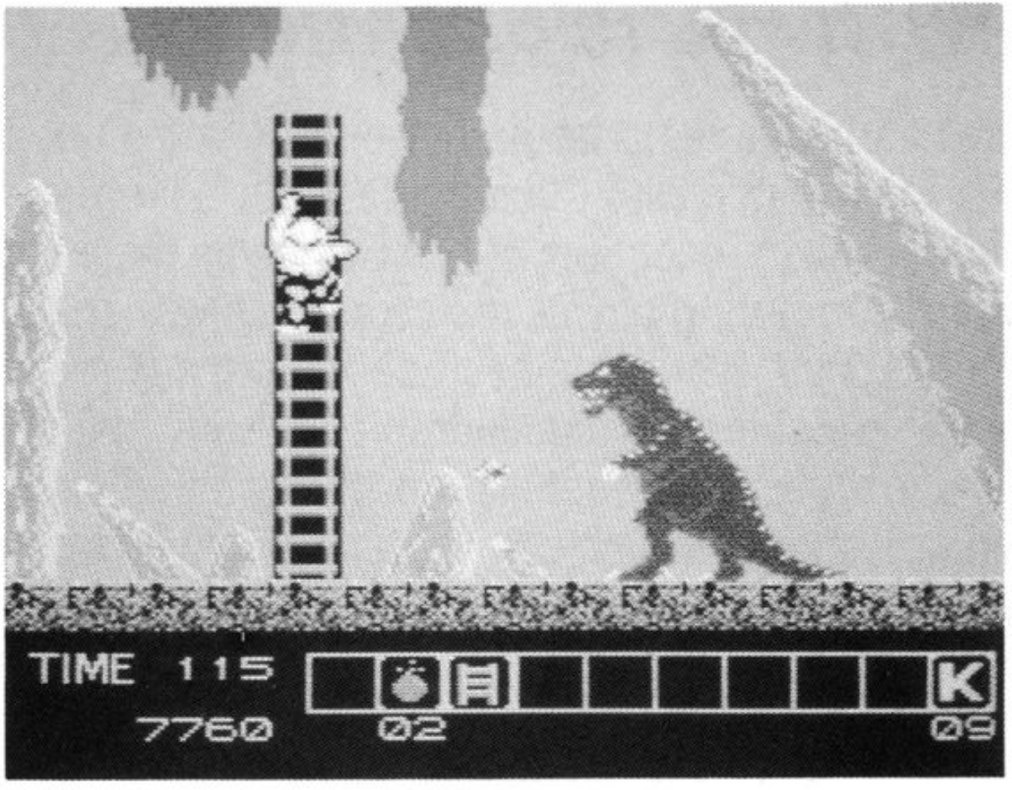
At the end of each Stage, there is a hint for the next Stage.

Stage 2: You can overcome your first challenge. When you enter the next building, keep an eye on the face of the image.

Stage 3: You will encounter stronger enemies, such as the Gomol. You must shoot him in the head to defeat him.

Stage 4: You will need a good stock of Bombs to make it across the icy mountains.





Stage 5: You should don the Swimming Mask to cross the Black Sea faster.

Stage 6: You should pick up Wings now, if you haven't already. Watch out for the tall tower in the next town – you'd better not climb on it!

Stage 7: Keep a Shield on hand to protect you in this Stage.

Stage 8: You must use your Wings to fly through this Stage. But if you spend too much time in the sky, you will fall!

Stage 9: Here you will encounter Ryu in a deep forest atop the mountain. Good luck!

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

LIMITED WARRANTY

Data East USA warrants to the original purchaser only that the cartridge provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the cartridge to Data East USA or its authorized dealer along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTIBILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

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